TIMELINE

TIMELINE
COMPUTER ENTERTAINMENT

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HANDLING YOUR COMPACT DISC

· The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
· Avoid bending the disc. Do not touch, smudge or scratch its surface.
· Do not leave the disc in direct sunlight or near a radiator or other source of heat.
· Take occasional rest breaks during extended play.
· Always store the disc in its protective case.

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For warranty support please contact our Customer Support department at (415) 547-1244. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You're responsible for all toll charges. **Please note Customer Support Representatives will not provide game hints, strategies or codes.**

CONTENTS

Timeline imeline

INTRODUCTION

You are Chris Hughes, an accomplished graduate student at Yale University. Your specialty is the history of technology, specifically, the mechanics of the Middle Ages. You are part of a team of archeologists working on a large excavation in the Dordogne region of France.

The excavation is led by Professor Edward Johnston, Regius Professor of History at Yale. The professor personally recruited you to work on the excavation with him. He has been pivotal in your academic career, as well as in your personal life. He is your mentor and a dear friend.

Kate Erickson is your colleague at Yale. She is a Ph.D. candidate in archaeology, specializing in historical architecture. She, too, is close to the professor. He recruited her for the dig to lead the building excavations on the site.

The professor recently left the site for a trip to New York. You entered your tent one morning to find a video from the professor and a letter from Kate ...

CHRIS,

The professor is in TROUBLE. I just watched the video he left for me; he recorded one for you, as well. It's on the CD.

It's hard to believe, but the professor actually traveled back in time to 1357 to see the excavation sites!!! He took some of the artifacts we found to ITC, our sponsors in NY, for a new dating process they were developing. It turns out the new dating technique was time travel. The professor jumped at the chance to experience Castelgard and La Roque in the middle ages.

He must have had doubts, though, if he left these videos. If the idea of time travel wasn't threatening enough, he was certainly aware of what a DANGEROUS period in history this was. 1357 was the height of the Hundred Years War! The professor was supposed to be back by now, but he's not. Chris, he needs us to go back and get him. He's counting on us. The details are on the disk. Watch it and we'll meet at the site.

KATE

THE TOUR

Written and narrated by Michael Crichton, THE TOUR is an information-rich "scavenger hunt" through fourteenth century Castelgard.

In it, you will explore the world and find scrolls that reveal interesting information on significant aspects of the world and culture of this period.

First, you'll make your way through the winding streets of this walled town.

You'll pay a visit to the blacksmith's shop and see what a Tavern Inn was like.

Then you'll be off to the castle, where you will wander through the grandeur of the Great Hall, as it is set for a magnificent feast.

Next, you will make your way through the dim hallways of the castle apartments, where the lord resides with his family.

Finally, Michael will take you to a Medieval tournament, where a joust and sword contest are underway!

Throughout the tour, Michael provides fascinating detail on the differences and similarities between our world and this one. He explores the ways in which economics and the threat of attack influenced many aspects of fourteenth century life.

Visit this world with him, and get a glimpse of what life must have been like for those who lived in this turbulent era.

SYSTEM SPECIFICATIONS

Computer	Pentium® II 266MHz
Video	Direct3D hardware accelerator with 8MB memory minimum, 16MB or higher preferred
Memory	64MB RAM required
Operating System	Windows® 95, Windows 98, Windows ME
CD-ROM	4x or better
Sound	DirectX® 7 or higher compatible sound card
Hard Drive	600MB required for minimum installation
DirectX	DirectX 7 or higher (DirectX 7 is included on CD)

INSTALLING THE SOFTWARE

1. Start the Windows 95/98/ME operating system.
2. Insert the **TIMELINE** CD-ROM into the CD drive on your computer.
3. A menu should appear. If not, select "Start" (from the Windows task bar), "Run," and type in **D:\setup.exe** (D should be the drive letter of your CD; if not, replace D with the appropriate drive letter for your CD).
4. Select "Install Timeline" from the menu and follow the instructions.
5. After completing the install process, you can launch **TIMELINE** from the window that appears when you insert the **TIMELINE** CD into the computer or by going to "Start" from the Windows task bar and selecting "Program Files, Timeline."
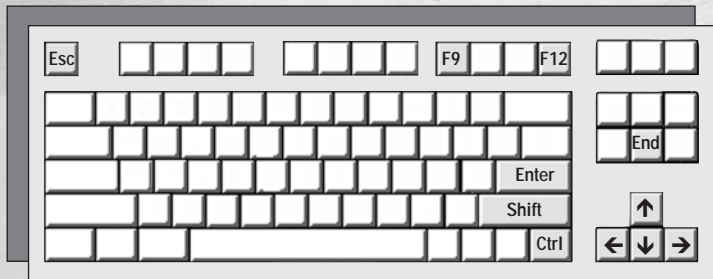
UNINSTALLING THE SOFTWARE

1. Start the Windows 95/98/ME operating system.
2. Insert the **TIMELINE** CD-ROM into the CD drive on your computer.
3. A menu should appear. Select "Uninstall" on the menu.

   If the menu does not appear, select "Start" (from the Windows task bar) and then select "Settings, Control Panel, Add/Remove Programs." Select "Timeline" from the list of software, and click the Add/Remove button.
4. Follow the instructions.

CONTROLS

TIMELINE comes preset with the following keyboard controls. These controls can be modified from the Options menu (see page 11).

GAMEPLAY CONTROLS

Bypass intro movies	**Esc key**
Move forward / back	**↑ / ↓ Arrow key**
Step left / right	**← / → Arrow key**
Turn left / right	**Mouse left/right**
Look up	Mouse forward
Look down	Mouse back
Run / Walk (toggle)	**Enter key**
Jump	**Right Mouse Button**
Crouch / Duck	**Ctrl key**
Attack / Use	**Left Mouse Button**
Next weapon	**Shift key**
Center view	End key

SAVE GAME CONTROLS

Quick Save	F9 key
Quick Load	F12 key
Return to Main Menu	Esc key

STARTING TIMELINE

AUTORUN MENU

With the **TIMELINE** CD inserted into the computer, the Autorun menu should appear. Select "Play" to enter the **TIMELINE** world. Another way to start the program is from the "Timeline" folder, located from the "Start, Programs" directory in the Windows task bar. The following options are available:

• Play

• Install/Uninstall

• Read Me

• Exit

IN GAME MENUS

Once **TIMELINE** is running you will be presented with the Main Menu screen.

From here you can begin new games, load saved games, modify options (sound, video, controls), and take a virtual tour of **TIMELINE**.

To start a new game, select "New game" from the menu and **TIMELINE** will begin at the first level. To return to the menu while playing **TIMELINE**, press **Esc**.

When you click "Options," the Options screen is displayed, and you have the choice to modify control, audio and video options.

Selecting "Configure Controls" presents you with the screen to the right. To change a specific control, use the **Arrow keys** to move the selector to the action you want to reassign. Press **Enter** and then press the key you would like the action to be reassigned to.

Choosing "Configure Audio" allows you to make general changes to your audio output. The screen to the right is displayed.

Choosing "Configure Video" from the Option screen allows you to modify video options. You can modify the contrast and brightness of **TIMELINE**.

INTERFACE

The picture on the following page illustrates where things are located on the screen in **TIMELINE**. Below is a description of the icons that will appear on screen during your adventure.

Stun Arrow shows the number of Stun Arrows the player possesses.
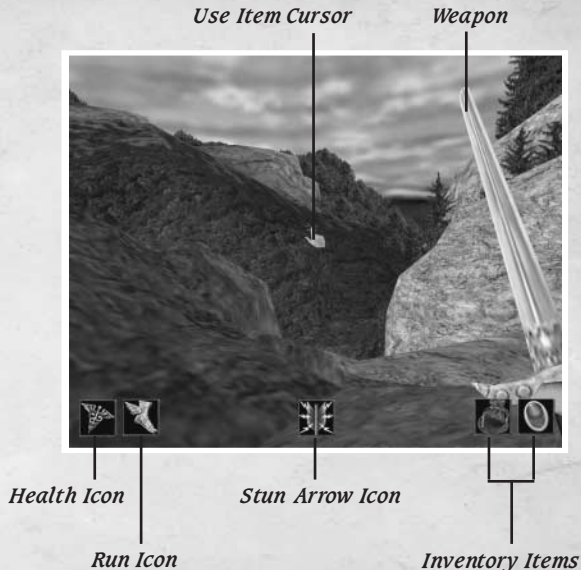
Health shows the player's current health points.

Run is displayed when the player is in Run mode.

Use appears over usable objects which the player can interact with. **Use** transforms into a **Crosshair** when placed over something that the player can target and fire upon.

Use Item Cursor   *Weapon*

Health Icon   *Stun Arrow Icon*

Run Icon   *Inventory Items*

SPECIAL MOVES

WALK   When you begin **TIMELINE**, the default mode is for the player to walk. Pressing the **Arrow keys** will cause the player to walk in the appropriate direction.

RUN   You can toggle between walking and running by pressing the **Run** toggle button (default **Enter**).

JUMP   Press the **Jump button** (default **Right Mouse button**) to jump over obstacles and to get to higher places.

CROUCH/DUCK   To crouch, use the **Crouch** button (default **Ctrl**). Keep the button depressed to remain crouched. When the player is on the horse, he will duck when you press the **Crouch** button. The player can move while crouched or ducked.

LADDERS   Approach a ladder as straight on as possible. You will move in the direction that you are looking — to climb, look up (**Mouse forward**), and to descend, look down (**Mouse back**). You must hold down the Forward key (default **↑ Arrow key**) to move up and down the ladder.

STAIRS   The player automatically climbs stairs when he is walking or running.

INVENTORY ITEMS

The following icons represent important objects you will acquire and need throughout your adventure. These icons will appear at the bottom of your screen.
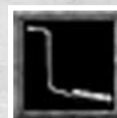
Coins   Knight's Tunic   Key   Winch

CREDITS

TIMELINE COMPUTER ENTERTAINMENT

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A very special thanks to Ron Cobb who spent a great deal of his time helping our art department develop the perfect mix of historical accuracy and artistic vision needed to meet the requirements of Timeline.

Thanks also to Juan Benito, Dr. Charles Briggs, American McGee, Bob Pickens, Matt Uhry

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EXTERNAL DEVELOPMENT

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Some 3D Models created by Art Recon, Inc.
Recon3D Object Collection Medieval Art Vol.2

Sound Design by Soundelux Showorks
Music by Soundelux Showorks
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Dick Gautier:	Page 1, Guard 2
Michael Gough:	ITC Technician, Knight 3, Village Man 1
James Horan:	Professor Edward Johnston, Knight 1
Nick Jameson:	Sir Guy de Malegant, Knight 2, Guard 1
Lisa Lynch:	Kate, ITC Technician, Village Woman 1
Patrick Pinney:	Blacksmith, Innkeeper, Guard 3
Carole Ruggier:	Automaton, Village Woman 2
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Dave Thomas:	ITC Security Guard, Page 2, Decker, Player Sounds

Human Motion Capture by Giant Studios, Inc.

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MoCap Technical Director	Brian Windsor
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Artistic Enterprises	Horse Performance by Champion Spanish Andalusion stallion "Rebolero" and his trainer, Marcial Contreras, of Medieval Times, Dallas, TX
	Captured by LocoMotion Studios
	Distributed by Artistic Enterprises, LLC.
Vision Scape Imaging, Inc.	Full Motion Video provided by Vision Scape Imaging, Inc.
LipsInc	Lip Synchronization provided by LIPSinc Echo
RAD Game Tools	Uses Bink Video, Copyright © 1997-2000 by RAD Game Tools, Inc. Uses Miles Sound System. Copyright © 1991-2000 by RAD Game Tools, Inc. MPEG Layer3 playback supplied with the Miles Sound System from RAD Game Tools, Inc. MPEG Layer3 audio compression technology licensed by Fraunhofer ISS and THOMSON multimedia.

This has been an unAmerican 8-Track Technology Production.

DEDICATED IN MEMORY OF	Nicholas Joseph Miracola
	Paul Michael Spampinato
	Walter A. Taylor
	Jennifer Ann Hyder Zimmer

EIDOS INTERACTIVE TECHNICAL SUPPORT

Please read the following section **before** calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or operating system publisher to properly configure their product to run with this game.

CONTACTING TECH SUPPORT

If you have technical questions about the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

- A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- What version of Windows® you are using.
- What version of DirectX® is currently loaded on your computer.
- How the game is currently configured.

NOTE: Our Technical Support agents do not have access to game hints, tips, strategies or codes.

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